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TWILIGHT OF THE SPIRITS™

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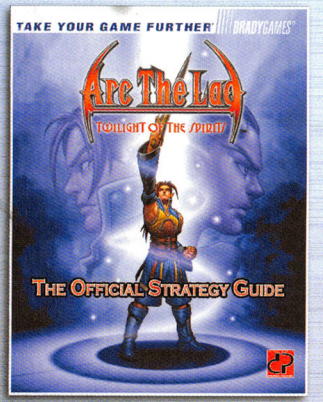

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Arc The Lad
TWILIGHT OF THE SPIRITS™

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ARC THE LAD: TWILIGHT OF THE SPIRITS™

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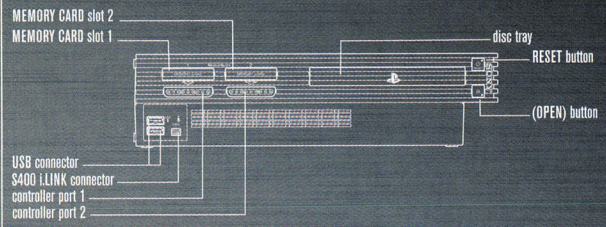
CONTENTS

■ **Setting Up Your PlayStation®2 System** 2
Memory Card 2
■ **Controller Diagram** 3
■ **Controls** 4
Menus 4
■ **War of the Spirit Stones** 5
■ **The Main Menu** 7
New Game 7
Continue 7
Options 7
■ **Playing the Game** 8
Talking to People 8
Battle 8
Acquiring Items 9
Travel 9
■ **Character Status** 11
■ **Combat** 15
The Rules of Battle 15
Prepare For Battle on the Battle Members' Menu 15
The Battle Screen 16
Attacking 18
The Battle Menus 19
Standard Attack 20
Advanced Attack 21
Battle Alerts 22
The Elemental Forces in Battle 22
Mission Accomplished 22
■ **Resource Menus** 23
The Skills Menu 23
The Items Menu 24
Equip Menu for Weapons Parts and Accessories 26
■ **Health States and Healing** 28
Healers and Rest Areas 28
Healing Items 28
Cures for Abnormal Status 28
■ **Spirit Stones** 29
Spirit Stones for Magic and Special Moves 29
Pick Up Spirit Stones During Battle 29
■ **Dealing with Merchants** 30
Buying Items 30
Selling Items 31
■ **Saving And Loading Game Data** 32
Saving Your Progress 32
Loading a Saved Game 33
■ **Credits** 34
Voice-Over Cast 34
Sony Computer Entertainment Japan 34
Cattle Call Inc. 34
Sony Computer Entertainment America 36

SETTING UP YOUR PLAYSTATION®2 SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the *Arc the Lad: Twilight of the Spirits*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PLAYSTATION®2)

To save game settings and progress, insert a Memory Card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any Memory Card (8MB)(for PlayStation®2) containing previously saved games.

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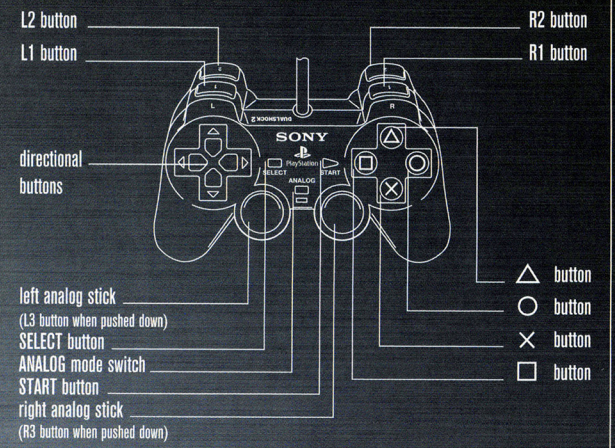
CONTROLLER DIAGRAM

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLER DIAGRAM

CONTROLS

Note: The controls below use the left analog stick. The directional buttons can be used in place of the left analog stick.

MENUS

Display command menus	△ button
Highlight menu items	left analog stick
Select menu item	left analog stick + ✕ button
Previous screen	○ button
Close menu	○ button
Select characters on Item/Stats menus	L1 or R1 button

Character Movement/Battle Controls

Run	left analog stick
Walk	left analog stick halfway or left analog stick + ○ button
Pick up Items during battle	✕ button
Switch targeted enemy during battle	□ button, then R1 and L1 buttons
Aim weapon during battle	R1 button (hold) + left analog stick
Normal attack	✕ button or R1 button (hold) + ✕ button

Talk

Start conversation	✕ button
Advance dialogue text	✕ button
Select response	left analog stick ↑ / ↓ + ✕ button

SAVING AND LOADING GAME DATA

LOADING A SAVED GAME

To load a saved game:

1. Highlight CONTINUE on the Main Menu and press the ✕ button.
2. Highlight the MEMORY CARD slot containing the Memory Card (8MB) (for PlayStation®2) with the saved game you want and press the ✕ button.
3. Highlight the data file for the saved game you want and press the ✕ button. The on-screen saved game information will include your party's last location, current number of allies, the LV of the primary character and total play time.
4. Highlight YES and press the ✕ button to continue playing.

SAVING AND LOADING GAME DATA

Arc the Lad: Twilight of the Spirits data can be saved and loaded using either MEMORY CARD slot.

SAVING YOUR PROGRESS

There are two ways to save game progress. You can find a Save Icon located in the game or save when prompted.

SAVE ICONS

Save your progress by finding a Save Icon.

1. Walk up to a Save Icon and press the ⊗ button. When prompted to "Save Progress So Far?" highlight YES and press the ⊗ button.
2. Highlight the MEMORY CARD slot containing the Memory Card (8MB)(for PlayStation®2) where you want to save the game and press the ⊗ button.
3. Highlight a save location and press the ⊗ button. When prompted "OK to save here?" highlight YES and press the ⊗ button. If you do not want to overwrite the information already saved to a file choose one that displays "NO DATA." When you see "Save Complete" press the ⊗ button to close the save screen.

Note: Press the ○ button to exit the save game screen without saving.

SAVE PROMPTS

At key points in the story, a prompt will appear asking if you want to save. Proceed to save as stated above.

Note: Saving data over an existing file will erase the old data. Save to a file titled labeled "NO DATA" to save without overwriting old files.

WAR OF THE SPIRIT STONES

Chaos and suffering are close on the horizon...and powerful spirits are about to play their hand!

For countless generations, Humans and Deimos have relied upon one natural resource—Spirit Stones. Both races mine the gems from sites around the world. To the Humans, the Stones are an energy source supplying warmth, light and mechanical power. To the Deimos, Spirit Stones are the vital force empowering their magical abilities.

Aside from Spirit Stones, the Humans and Deimos have almost nothing in common. Centuries ago both races decided to ignore the other's existence. Now each culture inhabits a different part of the world. On those rare occasions when Humans and Deimos clash, control of Spirit Stones is the reason.

To both Humans and Deimos, the most powerful treasures in the world are the five one-of-a-kind Great Spirit Stones, each representing one of the elemental powers of Water, Fire, Earth, Wind and Light. If one being—Human or Deimos—were to possess all five stones, he would wield limitless power.

At this moment, a Human army is sweeping across the globe in an attempt to capture all five of these treasures and enslave every other being on the planet.

WAR OF THE SPIRIT STONES

But the Spirits inhabiting the Great Spirit Stones will not let the future be decided so swiftly. Instead, they will place the fate of both races in the hands of two young warriors. One, named Kharg, lives a princely existence in the Human world. The other, Darc, is a lowly slave in the harsh Deimos civilization. He has suffered great hardship and carries a troubled heart. Each has sworn to defend his own world, and neither knows the other exists. Both these brave souls are unaware of the incredible powers they might soon possess.

Join the two young warriors as they carry out a solemn oath to defend their civilizations. Prepare your weapons, focus your magical powers and surround yourself with powerful allies.

It is time to battle the intruding darkness.

DEALING WITH MERCHANTS

4. Highlight the Item you want to buy and press the ⊗ button to highlight PURCHASE. Use the left analog stick or directional button ↑/↓ to select the quantity of the selected Item. As you change the quantity, the total cost of the transaction is automatically adjusted.
5. Press the ⊗ button to close the deal. The total cost is subtracted from your gold account. Press the ○ button to close the screen.

Important: Notice that the status for each character appears at the top right of the menu when you are shopping for Weapon Parts or Accessories. As you scroll to each object, its effect on your stats is displayed. A green number next to a stat indicates an increase in performance if you use the highlighted Item. A red number indicates reduced performance for that stat. Use this to help you buy Weapon Parts or Accessories that enhance specific performance stats for that character.

See "Character Status" on page 11.

SELLING ITEMS

1. Walk up to a merchant and press the ⊗ button to start dealing.
2. When the store options appear, select SELL ITEMS and press the ⊗ button.
3. Press the L1 / R1 button to scroll to the ally (or party Items list) where the Item you want to sell resides.
4. Highlight the Item you want to sell and press the ⊗ button to highlight SELL. Use the left analog stick or directional button ↑/↓ to select the quantity of the selected Item. As you change the quantity, the total cost of the transaction is automatically adjusted. Press the ⊗ button to make the sale. The total is added to your gold account. Press the ○ button to close the screen.

DEALING WITH MERCHANTS

Almost anything you could want is for sale if you find the right merchant and have enough gold. Win gold by defeating enemies who may drop gold when they fall in battle.

BUYING ITEMS

1. Walk up to a merchant and press the ⊗ button to start dealing.
2. When the store options appear, select the one you want and press the ⊗ button to display a menu of the Item type you selected. Note how much gold you have at the bottom right of the screen. You cannot select Items that you cannot afford and they appear darkened on any list. The same gold account is shared by all.

3. You can make purchases for any individual ally or the whole party depending on what you want to buy. Press the L1 / R1 button to scroll to PARTY or the character who will receive the Item you are about to buy.

THE MAIN MENU

Press the START button at the title screen to display the Main Menu. Use the left analog stick or directional button ↑ / ↓ to highlight an option and press the ⊗ button.

NEW GAME

Play from the beginning.

CONTINUE

Load a saved game file.

1. Select a MEMORY CARD slot and press the ⊗ button to display saved *Arc the Lad: Twilight of the Spirits*™ games on the selected Memory Card (8MB) (for PlayStation®2).
2. Select the data you want to load and press the ⊗ button.
3. Select YES when prompted to play the selected game.

OPTIONS

Use the left analog stick or directional button ↑ / ↓ to highlight an option and ← / → to change a setting.

SOUND

Select STEREO or MONO depending on your sound system.

VIBRATION

Turn the vibration function on the DUALSHOCK®2 controller ON/OFF.

MESSAGE SPEED

Set game message speed to NORMAL, FAST or SLOW.

BATTLE VOICES

Turn the in-game battle voices ON/OFF.

PLAYING THE GAME

Travel the world on a quest to save the Human and Deimos races. Powers beyond your comprehension will reveal themselves as you fight to discover the true nature of the world.

TALKING TO PEOPLE

The most important part of exploration is talking. The more you talk to people, the more you will learn about your world, its past and present. To talk to someone, walk up to them and press the ⊗ button. Press the ⊗ button to progress through dialogue screens. When presented with response options, select how you want to respond to someone and press the ⊗ button.

BATTLE

You will encounter both Humans and Deimos who you will have to fight as they attempt to stop you from completing your quest. Monsters who roam the countryside will also attack your party. Defend yourself with weapons and Magic. Victories will increase the power and wealth of your characters. Your party may consist of several allies or one character. If all characters are defeated in combat, the game is over. See "Combat" on page 15.

SPIRIT STONES

Spirit Stones contain powers essential to all beings. To the Deimos, they bring magical powers. To Humans, they are a source of energy.

SPIRIT STONES FOR MAGIC AND SPECIAL MOVES

Spirit Stones are essential to spell casting. Each time a character uses Magic or Special Moves his or her supply of Spirit Stones is reduced.

- You can see how many Spirit Stones any spell or Special Move will take by looking at the number listed with it on a menu.
- Spirit Stones may be held by individual characters or the whole party.
- Spirit Stones held by individuals can be accessed by selecting ITEMS for the highlighted character and selecting SPIRIT STONES.
- Spirit Stones held in common can be accessed by selecting PARTY ITEMS on the Main Resource Menu.

Note: Spirit Stones in Party Items cannot be used until they have been allocated to a character. Only Spirit Stones in a character's inventory can be used for Special Moves and Magic.

PICK UP SPIRIT STONES DURING BATTLE

When you defeat an enemy, it may drop Spirit Stones or Items. Walk over them and press the ⊗ button. What you have retrieved will appear on-screen briefly. Make sure to pick up Spirit Stones and Items before you defeat the final enemy or you will lose them.

HEALTH STATES AND HEALING

Members of your party must rejuvenate their HP during or after battle. Poisons and certain spells damage the health of your characters without lowering HP.

HEALERS AND REST AREAS

- Healers can return full health to your whole party for a small fee. Healers hang around in cities and villages. You must strike up a conversation with one of them and select YES if you want to be healed. The cost is automatically deducted from your gold account.
- If you encounter a rest area select YES when prompted to return your party to full health.

HEALING ITEMS

You can buy healing Items or win them during battle. Healing Items will recover HP for one or more characters.

CURES FOR ABNORMAL STATUS

When a character is under Abnormal Status, his or her performance is reduced. Defense abilities may fall (Defense Down), and attacks may become powerless (Attack Down). The character may slow down or become dazed. In some cases, the character will get well over time but sometimes an antidote must be found. Use curative Items sold in shops and found in the field to negate the effects of Abnormal Status.

PLAYING THE GAME

ACQUIRING ITEMS

You need many Items to complete your quest. Items are weapons, healing potions, gold and other things of value. They can be bought, received as gifts or won in battle.

- Pick up Items on the battlefield. Walk up to an Item with the active character. When the word ITEM appears, press the ⊗ button. The Items you picked up will then be listed on-screen.

Note: After picking up Items, your character can no longer move, but can attack using Magic, Special Moves or Items from that position.

- You can purchase Items from merchants using gold taken from your enemies.

TRAVEL

THE WORLD MAP

Use the World Map to move to new destinations which will become more numerous as the story progresses.

- To open the World Map, move to the boundary of your current location. When you are asked if you want to "GO OUTSIDE?" select YES.
- Use the left analog stick or directional button ⬅/➡ or ⬆/⬇ to move the cursor over the World Map to your next destination and press the ⊗ button to begin your journey.
- Each time a destination is mentioned during conversations, it will appear in green in the dialogue box. The next time you open the World Map, that new destination will be available.
- You might be able to skip over some destinations, but may be forced into combat as you pass through some areas.

THE GLOBE

Use the Globe to travel great distances.

To travel:

1. Select MOVE.
2. Highlight a destination and press the ⊗ button.

- Not all Weapon Parts or Accessories can be used by all characters. If you want to see which characters can use a Weapon Part or Accessory, select PARTY ITEMS and then either WEAPON PARTS or ACCESSORIES. As you scroll through the list an icon representing characters who can use the highlighted object will appear at the bottom of the screen.

Note: Weapon Parts and Accessories can be purchased from merchants who deal in arms.

EQUIPPING WEAPON PARTS OR ACCESSORIES

To install a Weapon Part or Accessory in a slot:

1. Highlight one of your characters, press the ⊗ button to display the Menus and select EQUIP.
2. With the WEAPON PARTS tab selected, use the left analog stick or directional button ↑/↓ to highlight one of the three slots and press the ⊗ button to display the Weapon Parts list.

3. Highlight the object on the list and note the change in status, its use will have on your character's performance. A green number next to a stat indicates an increase in performance if you use the highlighted Item. A red number indicates reduced performance for that stat.
4. Press the ⊗ button to install the highlighted Weapon Part or Accessory in the slot.

RESOURCE MENUS

1. Press the △ button to open the menus. Select a character.
2. Highlight ITEMS and press the ✕ button.
3. Highlight SPIRIT STONES and press the ✕ button.
4. Highlight one of the following and press the ✕ button:

Divide Spirit Stones–Use this to give Spirit Stones to a different character. Use the left analog stick or directional button ↑/↓ to select the character who is to receive the stones and press the ✕ button. Use the left analog stick or directional button ↑/↓ to select the number of stones you want given to the character and press the ✕ button. View the number of stones being transferred by looking at the count next to the words "SPIRIT STONES" on the menu.

Return to Party Items–Use the left analog stick or directional button ↑/↓ to select the number of Spirit Stones you want moved from the character to Party Items and press the ✕ button. The count is displayed in a panel on the menu.

Fully Charge All Party–This option is available when the Party Items menu is displayed. All available Spirit Stones are distributed to charge each party member to full Spirit Stone limits.

EQUIP MENU FOR WEAPONS PARTS AND ACCESSORIES

Use the Equip Menus to install Weapon Parts and give Accessories to specific characters.

- Slots are provided to install three Weapon Parts and three Accessories for each character.
- Install Weapon Parts to change or increase the attributes of a weapon.
- Some Weapon Parts will draw power from one of the elemental forces. For example, a Fire part will draw from the Force of Fire to produce Fire Elemental damage.
- Accessories enhance a character's combat readiness.

CHARACTER STATUS

It is important to know the status of each character in your party. The Status screen can tell you the battle readiness of each ally, his or her powers, what type of Items they are carrying and his or her Elemental Defense status. To view the status of any one of your allies, highlight STATUS from a menu and press the ✕ button. Press the L1/R1 button to cycle through the status screen for each party member.

LV (LEVEL)

This is the Level of experience attained by the character based on combat victories.

SPIRIT STONE TOTAL

This displays the current Spirit Stones and current maximum possible for this character. Spirit Stones are vital to spell casting and some weapon attacks. You can pick up Spirit Stones from fallen enemies or buy them from merchants. Also, some Items in the game can increase a character's maximum Spirit Stones.

ITEM TOTAL

This is the total Items currently held.

CHARACTER STATUS

HP (HIT POINTS)

Hit Points represent how much damage a character or enemy can receive in battle before he or she is defeated. HP is usually expressed with two numbers: Current Hit Points remaining/Maximum Hit Points. When the current Hit Points reaches zero, the combatant is defeated. During battle, the number of HP a combatant has lost to an attack appears over them. Battle experience will raise the maximum HP for Kharg, Darc or their allies.

EXP (EXPERIENCE) AND NEXT LEVEL NUMBER

EXP is the battle experience in points and is related to the LV of the character. The NEXT LEVEL number shows how many experience points are necessary before the LV of the character is raised.

CLASS AND NEXT CLASS

Class is a character's Magic or Special Move skill level and is rated by Stars. Next Class is the SP number that must be attained to raise (CLASS UP) the character's Class, resulting in an additional Star (see page 21 for more information).

ATT (ATTACK POWER)

ATT is a combatant's power of attack. The higher the number, the more damage inflicted with each attack – resulting in a greater loss of HP to an enemy.

SPD (SPEED)

This number determines the order in which characters can attack in a battle. The higher the number, the more frequently they can attack.

CNT (COUNTERATTACK)

CNT is the probability that a character will counterattack after receiving a Standard Attack.

MOV (MOVEMENT)

The higher a character's MOV, the larger the blue movement area will be when it is his or her turn to attack (see page 17 for more information).

RESOURCE MENUS

Spirit Stones–Each character must have Spirit Stones to use Magic or Special Moves. (Character and Party Items)

Weapon Parts–View Weapon Parts and quantities you have purchased. (Party Items Only)

Accessories–View Accessories and quantities you have purchased here. (Party Items Only)

Note: You must install Weapon Parts and assign Accessories to each character by selecting EQUIP. See "Equip Menu for Weapons Parts and Accessories" on page 26.

Story Items–Story Items are objects vital to completing your quest and are stored here when you acquire them. (Party Items Only)

HANDLING AN ITEM

1. Highlight ITEMS and press the ⊗ button. With the Items tab highlighted select an Item from the list.

   Note: Once this menu is displayed you can quickly change the selected character or display Party Items by pressing the L1 / R1 button.

2. Select one of the following options:

Use Item–Use the selected Item. Highlight the character who you want to use the Item on and press the ⊗ button.

Give Item–Give the selected Item to a different character. Highlight the character who will take possession of the Item and press the ⊗ button.

Return to Party Items–The Item will move to the Party Items where any member of the party can take possession of it.

HANDLING SPIRIT STONES

Each character has a maximum number of Spirit Stones he or she can hold at one time. View Spirit Stone limits and current totals for each character by opening the Main Resource Menu (△ button).

- You can transfer possession of Spirit Stones from one character to another.
- You can divide up Spirit Stones to characters from the Party Items or Items menu and return them to Party Items.

RESOURCE MENUS

Spell/Move–The name of the spell or move on the skills list.
SP Cost/Learned–The cost in SP that you must pay if you choose to acquire a skill. When you acquire a skill the word "Learned" appears next to that skill on the Special Moves Menu.
Spirit Stone Cost Per Use–The number under the Spirit Stone icon is the number of Spirit Stones subtracted from your total each time you use this skill.

ACQUIRING A SKILL

- Skills listed in green on a character's Magic or Special Skills menu can be acquired and used during battle.
- Acquiring a skill costs SP which is earned with combat victories. When a skill's required SP is listed in Red, you do not have enough SP to acquire the skill.

To acquire the skill, highlight it and press the ⊗ button. When prompted to "Acquire this skill?" highlight YES and press the ⊗ button. The cost will be subtracted from the character's SP.

THE ITEMS MENU

Items include objects held by each character and Items held in common by the whole group (Party Items).

- You can transfer Items from one character to another.
- You can use Items held by one character or another.
- You can take Items from the Party Items menu and give them to party members.
- You can use Party Items on any member of the party.

Note: Some Item categories are only accessible by selecting the PARTY ITEMS Menus.

Items–Items include spells, herbs, medicines and some weapons. (Character and Party Items)

CHARACTER STATUS

DEF (DEFENSE)
DEF is the power to resist damage during attack. A high DEF rating makes it harder for the attacker to take HP.

HIT (HIT PERCENTAGE)
HIT is the probability that a character's Standard Attack will hit its mark instead of missing.

GRD (GUARD)
GRD is the probability that a character will block an enemy's Standard Attack.

TNS (TENSION METER)
Taking hits enrages your character. The tension meter shows the level of anger for the character. When the character becomes really mad, the fire aura will appear around him or her. The character is now likely to launch a dual attack instead of a single one. If an ally is close by, the enraged character will join together in a dual attack with the nearby ally, delivering massive damage as a pair. Additionally, if the character with the fire aura performs a Standard Attack, its power will be greater than normal. The TNS meter will be empty after your character delivers a dual attack. The Raise Spirits spell raises the TNS of your characters.

MNT (MENTAL)
MNT strengthens the effects of a character's Magic or Special Skills.

SP (SPELL CASTING)
SP is the ability to cast spells and is earned with victorious combat. Later SP can be used to pay for the acquisition of new skills including Special Moves and Magic.

AVO (AVOIDANCE)
A character with a high AVO is able to avoid attacks more easily.

CRI (CRITICAL HIT PERCENTAGE)
CRI affects the probability that a character will deliver a high damage critical hit when using a Standard Attack.

CHARACTER STATUS

ELEMENTAL DEFENSES

This is the character's rating for defense against specific elemental forces. All living things draw their power from one of the elemental forces. For example: If a character is rated highly for defense against fire, he or she will better resist attack from an enemy that draws its power from fire.

- Fire
- Water
- Wind
- Earth
- Light
- Dark

RESOURCE MENUS

Use these menus when not in combat to:

- Acquire skills.
- Equip Weapons Parts or Accessories.
- Divide up Items and Spirit Stones.

You can work from menus of individual characters or through the tabs on the Party Items Menu.

1. Press the △ button to open the Main Resource Menu.
2. Highlight a character or PARTY ITEMS and press the ✕ button.

THE SKILLS MENU

Once your character has reached a certain Class from combat experience, he or she earns skills which include Special Moves and Magic. (Not all characters will have both.) These are used by each character for Advanced Attacks. You can view the skills for each character on their respective Skills menus, but to be used in actual combat they must be acquired.

To view character skills:

1. Select a character and select SKILLS.
2. Select either the SPECIAL MOVES or MAGIC tab.

Character–The name of the selected character appears at the top of the menu.
ATT–The Attack rating of the character.
DEF–The Defense rating of the character.
Class–The character's current class rating of Special Moves and/or Magic.
SP–Total SP which can be used to acquire new skills.
Spirit Stones–The current/and possible maximum number of Spirit Stones the character can carry.

to view the class for a specific spell or Special Move.

BATTLE ALERTS

During battle an alert may appear over an enemy or ally to indicate a change in status. For example: If you attack an enemy with a spell that decreases his defensive ability, you will see the words "Defense Down". If you used something on an ally to increase his or her attack powers, you would see the words "Attack Up". If your attack misses, you will see the word "Missed".

THE ELEMENTAL FORCES IN BATTLE

The Elemental Forces are Fire, Water, Wind, Earth, Light and Dark and every being in the world is based on one or more of these forces. The Elemental Forces exist in opposition to each other and one force can damage the other.

- Fire ←→ Water
- Wind ←→ Earth
- Dark ←→ Light

For example: If you are battling an Earth based enemy you can maximize your damage by attacking with a Wind based weapon. This could be a Wind based spell or a weapon equipped with a Wind based part. Conversely an Earth based attack can maximize damage against a Wind based enemy. Other things influence damage during attacks including the DEF (defense) rating of the target and the ATT (attack) rating of the character.

MISSION ACCOMPLISHED

Stand victorious in battle and the Mission Accomplished screen will display the status of each member of the team. Any increased stats for a character are displayed.

THE RULES OF BATTLE

- Battle is turn based. Your party attacks and/or moves, then the enemy attacks or moves.
- Defeat an adversary by attacking until he, she or it vanishes from a loss of HP.
- Each member of your party fights within a blue movement boundary.
- Red boundaries limit the range of both Standard Attacks and Advanced Attacks (Magic and Special Moves) depending on the chosen attack.
- A battle is lost and the game is over when all characters in your party fall in combat.

PREPARE FOR BATTLE ON THE BATTLE MEMBERS' MENU

Prior to commencing battle you choose who will go into battle. You can enter battle with any number of available members.

1. On the Battle Members Menu, highlight the first character you want to use and press the ✕ button to enter his or her icon into the Battle Members roster at the top of the screen. Repeat for each member you want to use in the upcoming battle.
2. Press the △ button with any of the grayed out character icons highlighted to display the Battle Start Menu.
   - Review the status of each member before selecting them and give special attention to a character's HP before you send him or her into battle.
   - Remember that you must have a member standing at the close of battle or the game is over.

START (BATTLE)

Select START and select OK when you are ready to take your characters into battle.

SIT OUT/PARTICIPATE

Toggle the highlighted character into or out of the impending battle.

SKILLS
Check a character's skill set and acquire new skills if the character has sufficient SP.

ITEMS
Use a character's Item before or during a battle. Highlight ITEMS and press the ⊗ button. See "The Items Menu" on page 24.

EQUIP
Install Weapon Parts and assign Accessories to each character. See "Equip Menu For Weapons Parts and Accessories" on page 26.

STATUS
View the status of all characters. See "Character Status" on page 11.

PARTY ITEMS
This contains all Items common to the entire party. You can open this menu, select an Item and give it to a specific character.
Note: Party Items are not accessible during battle.

OPTIONS
This is the Options menu that is also available from the Main Menu.

VICTORY CONDITIONS
Before you enter battle, the Victory Conditions appear. These conditions must be satisfied in order to win the battle.

THE BATTLE SCREEN

TARGET ICON
Use the left analog stick or directional button ←/→ or ↑/↓ to move a character into the effective range of an attack or spell so that the Target Icon appears over an enemy or member of your party. The Target Icon must appear over an enemy in order to attack it. Additionally the Target Icon must appear over anyone in your party in order to heal them or deliver some other Magic.

ADVANCED ATTACK
Use Advanced Attacks to unleash special powers or weapon techniques on an enemy. Advanced Attacks require you to open the Battle Menu and select from Magic, Special Moves or Items menus for the type of attack you want to use. Certain Magic, Special Moves or Items will affect all allies or enemies within the red or yellow effect boundaries that appear when they are selected.

To use an Advanced Attack:

1. Select MAGIC, SPECIAL MOVES or ITEMS depending on the type of attack you want, and select one of the attacks or Items. Notice how the attack range area (red) changes as you highlight different attacks. If an enemy appears within the radius you can use the highlighted attack.
2. Use the left analog stick or directional button to place the target reticle over the enemy you want to attack OR press the L1 / R1 button to cycle the reticle to the enemy you want to attack. The Target Icon must appear over the enemy before you can attack. Press the ⊗ button to attack.

CLASSES AND CLASS UP

Class is a character's Magic or special move skill level and is rated by Stars. Each class has a set number of Magic Spells or Special Moves a character can perform. When a character reaches a specific number of SP with battle experience, he or she will CLASS UP at the close of victorious battle and earn an additional Star. Now more Magic or Special Moves will appear in the respective Skills menus for that character.
Note: To be used, these new skills must be acquired. See "Acquiring a Skill" on page 24.

- View a character's Class on the Status Screen, Special Moves Menu or Magic Menu.
- Select the Special Moves or Magic Menu for a character

END

End the turn for the current character. Either the next ally will be ready to attack or the enemy will continue attacking.

EQUIP

Install Weapon Parts and assign Accessories to each character. See "Equip Menu for Weapons Parts and Accessories" on page 26.

STATUS

Show the status of each character. Press the L1 / R1 button to cycle through status for each character.

CONDITIONS

Same as the Victory Conditions that appear prior to battle. They show what is needed to win the battle.

RETREAT

Select RETREAT when your party is at risk of defeat. At the prompt, select YES to end the battle and return to the World Map.

Note: There are battles in the game that you cannot retreat from.

STANDARD ATTACK

Use the left analog stick or directional button to move the active character anywhere within his or her blue movement boundary. To target an enemy, point your character at it. When an enemy is within range of attack, the Target Icon will appear over its head. Press the ⊗ button to attack the targeted enemy or enemies with the character's Standard Attack. You can also press and hold the R1 button to display the red attack boundary and yellow attack effective wedge. With the R1 button held down, use the left analog stick or directional button to target an enemy and press the ⊗ button to attack when the Target Icon appears.

- Depending on the weapon or Magic used, the range of targeting ability varies. An archer, for example, can target an enemy at a much greater distance than a swordsman. See "Movement Boundaries and Weapon-Effective Range Boundaries" below.
- You can hit multiple targets with a single attack. If enemies are aligned correctly and close enough together, Target Icons will appear over multiple enemies. When the attack is executed, all targeted enemies sustain damage.

MOVEMENT BOUNDARIES AND WEAPON-EFFECTIVE RANGE BOUNDARIES

The attacking member of your party is limited by boundaries.

Blue Movement Boundary – When the blue boundary is displayed, the character can move freely within that boundary, target an enemy and perform a Standard Attack.

To move the character around within the blue boundary, use the left analog stick or directional buttons ⬅/➡ or ⬆/⬇.

Red Effective Range Boundary – The red boundary appears for STANDARD ATTACKS, MAGIC, ITEMS or SPECIAL MOVES to show you the range of the selected action. The boundary changes depending on the action you have highlighted. With the Magic, Item or Special menu open, highlight a different Item and notice how the diameter of the red boundary changes. The character cannot move freely within a red boundary but can rotate (left analog stick or directional button) on a fixed position.

Yellow Weapon Effective Boundary (within a red boundary) – For all Standard Attacks and some Advanced Attacks, a yellow wedge appears within a red boundary. The red shows the range of the selected attack and the yellow wedge aids in aiming.

If it is not possible for your active character to attack from within a boundary, press the △ button and select END to stop the character's turn.

ATTACKING

- Stats for the attacking character appear on the battle screen when it is his or her turn to attack.
- Each time any combatant is injured, he, she or it loses a certain number of HP.

- Keep track of your character HP readings to ensure that they do not fall in battle. Use healing potions to raise a character's HP.
- Dual Attack–An enraged character whose TNS (Tension Meter) is full will display an ethereal flame and can then launch a dual attack joined by the closest party member.

- To quickly size up your enemy's LV and HP or check the status of an ally: Press the □ button and use the left analog stick or directional button to move the reticle over the enemy you want to know about. You can also press the L1 or R1 button to cycle through all combatants on the battlefield.

THE BATTLE MENUS

These are the menus you use during battle.

- Press the △ button to open the menu prior to attacking.
- Use the left analog stick or directional button ⬅/➡ to toggle between the primary battle menu and secondary battle menu.

ATTACK

The active character will deliver his or her Standard Attack. When your active character has an enemy targeted, the attack option becomes available. Approach and face an enemy to cause the Target Icon to appear and press the ⊗ button to attack.

PICK UP

Pick up an Item. You can also walk your active character up to an Item until the word ITEM appears on-screen. Press the ⊗ button to pick up the Item.

SPECIAL MOVES

Select and execute a special move against an enemy.

MAGIC

Deliver a magical attack against an enemy or use curative, defensive and enhancing Magic on an ally.

See "The Items Menu" on page 24.